

What is claimed is:

1. A game machine comprising:

a display means for displaying a special symbol indicating a shift to a special game state if a variation display stops at a specific form and

5 displaying game-related production display; and

a control means for determining the stop result of the variation display and controlling the display of the display means according to the determination;

the control means being constituted to be adapted to control the display means to perform production display of producing a scenario from its beginning to
10 its end during a period from a start to an end of the variation display.

2. A game machine according to claim 1, wherein the end of the scenario indicates whether to shift to the special game state.

15 3. A game machine according to claim 1 or 2, wherein the control means is constituted to control the display means so that the production display becomes such that contents of the scenario progress according to a stop timing of the variation display.

20 4. A game machine according to claim 1 or 2, wherein said control means is constituted to control the display means so that the production display becomes such that contents of the scenario progress irrespective of a stop timing of the variation display.

25 5. A game machine according to claim 3, wherein the control means is constituted to change the production display to show an evolution of the contents of the scenario when a state of the game becomes a Reach state which indicates a shift to the special game state if the variation display stops one more special symbol at a specific stop arrangement.

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6. A game machine according to claim 5, wherein the evolution of the contents of the scenario is indicated by changes in a background shown as the production display.

5 7. A game machine according to any one of claims 1 to 6, wherein a progress form of the scenario shown with the production display is different by a type of production designs or combination thereof.

10 8. A game machine according to any one of claims 1 to 7, wherein the production display suggests moving on to the special game state with a type of the production designs or with an appended design indicated as appended to the production designs.

15 9. A game machine according to any one of claims 1 to 8, wherein the display means is constituted with a display zone for the production display greater than a display zone for the variation display of the special symbol.

20 10. A game machine comprising:
a display means for displaying designs related to a game: and
a control means for controlling a display on the display means;
the control means is constituted to be adapted to perform a production display of producing a process from a beginning to an end of a scenario, and to control the display means to display that the game moves on to a special game state when the end of the scenario indicated with the production display becomes
25 as specified.

30 11. A game machine readable recording medium recording a game program, wherein the game program gives the game machine a function of permitting a player to play a game by displaying a special symbol indicating a shift to a special game state if a variation display stops at a specific state, and

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a function of displaying a production from a beginning to an end of a scenario during a period from a start to a stop of the variation display.

12. A game machine comprising:

5 a display means for displaying game-related designs including a special symbol indicating a shift to a special game state if a variation display stops at a specific arrangement, and including a production design indicating a probability of shifting to the special game state; and
a control means for controlling a display on the display means;
10 the control means being constituted to control the display means performing a suggestion display of relationship between the production design and the probability of shifting to the special game state.

13. A game machine according to claim 12, wherein the suggestion display
15 indicates which production design has a high probability of shifting to the special game state.

14. A game machine according to claim 12 or 13, wherein the suggestion display
20 shows a design identical to the production design or one relating thereto.

15. A game machine according to any one of claims 12 to 14, wherein the suggestion display is performed with an animated image.

16. A game machine according to any one of claims 12 to 15, wherein the
25 suggestion display is shown when the game is not played or when the variation display of the special symbol is not shown.

17. A game machine readable recording medium recording a game program,
wherein the game program gives the game machine a function of permitting a
30 player to play a game while displaying game-related designs including a

special symbol indicating a shift to a special game state if a variation display stops at a specific arrangement and including a production design indicating a probability of shifting to the special game state, and a function of performing a suggestion display of relationship between the production
5 design and the probability.

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